

Abstract

A system and method for use in controlling character interactions in a computer game. The method typically includes providing a squad of user-commandable characters. The squad typically includes a player character and a non-player character, the
5 non-player character being commandable via the player character. The method further typically includes detecting a predefined game event, adjusting a current emotional state of the non-player character based on the game event, and selecting a non-player character reaction based on the current emotional state of the non-player character.